

performing game processing in accordance with player input;
detecting an event in the game processing, wherein the event is associated with
a sound;
delaying the sound to synchronize the sound with background music; and
generating the sound associated with the event.

a'
2. (Amended) The computer program product according to claim 1, wherein
the sound is a sound effect generated within the game processing.

3. (Amended) A method for outputting an audio signal, comprising:
detecting an event during game processing, wherein the event is
associated with a sound;
delaying the sound to synchronize the sound with background music; and
generating the sound associated with the event.

4. (Amended) The method for outputting the audio signal according to claim
3, wherein the sound is a sound effect generated within the game processing.

5. (Amended) A game device, comprising:
means for performing game processing in accordance with player input;
means for detecting an event in the game processing, wherein the event is
associated with a sound;

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means for delaying the sound to synchronize the sound with background music; and

means for generating the sound associated with the event.

6. (Amended) A computer program product having a computer readable storage medium for storing a program, wherein the program executes a method for generating an audio signal, comprising:

performing game processing in accordance with player input;

generating an accompaniment corresponding to the status of a game;

detecting an event in the game processing, wherein the event is associated with a melody;

delaying the melody to synchronize the melody with a progression of an accompaniment; and

generating the melody associated with the event.

7. (Amended) The computer program product according to claim 6, wherein the progression of the accompaniment includes information on timing of the generation of the melody which is predetermined for every accompaniment.

8. (Amended) The computer program product according to claim 6, wherein the computer program further includes deciding a scale in the melody that corresponds to a type of event.

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10. (Amended) A method for outputting a sound signal, comprising:
performing game processing in accordance with player input;
detecting an event in the game processing, wherein the event is
associated with a melody;
delaying the melody to synchronize the melody with a progression of an
accompaniment; and
generating the melody associated with the event.

11. (Amended) The method for outputting a sound signal according to claim
10, wherein the progression of the accompaniment includes information on timing of the
generation of the melody which is predetermined for every accompaniment.

12. (Amended) A method for outputting a sound signal according to claim 10,
further comprising deciding a scale in the melody that corresponds to a type of event.

14. (Amended) A game device comprising:
means for performing game processing in accordance with player input;
means for detecting an event in the game processing, wherein the event is
associated with a melody;
means for delaying the melody to synchronize the melody with a
progression of an accompaniment; and
means for generating the melody associated with the event.

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